

FUN TIME

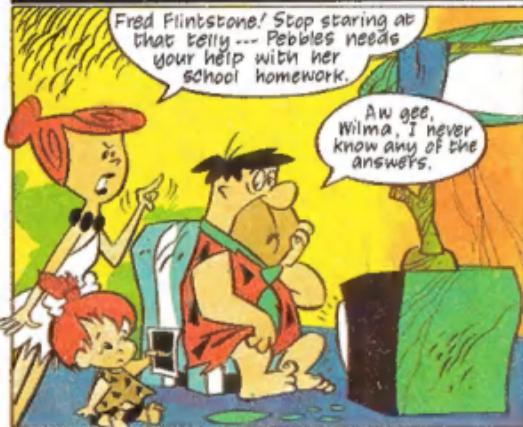
FEATURING: YOGI BEAR, THE FLINTSTONES, BOSS CAT, HUCKLEBERRY HOUND, MAGILLA GORILLA, QUICK DRAW McGRAW, PIXIE, DIXIE AND MR. JINK.

The FLINTSTONES

Incorporating

Yogi

4p

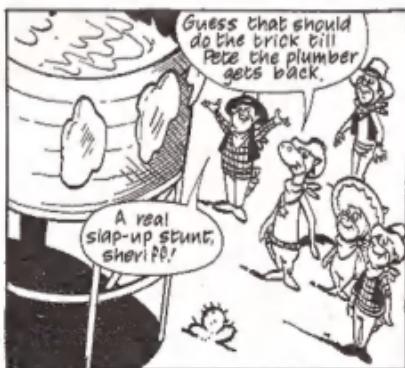
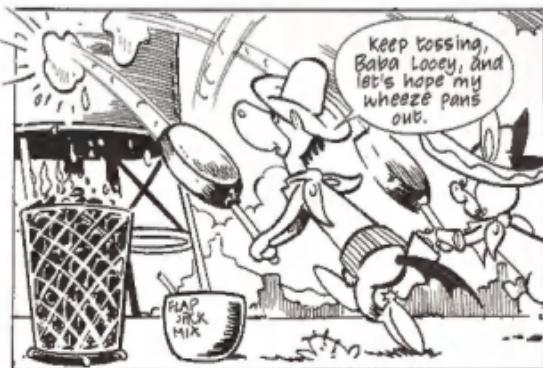
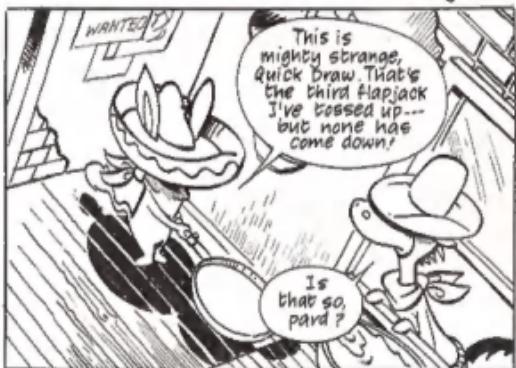
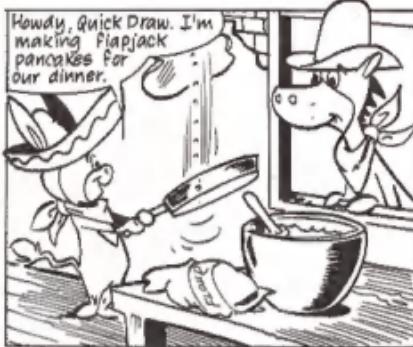


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EXCITING TIMES WITH QUICK DRAW McGRAW

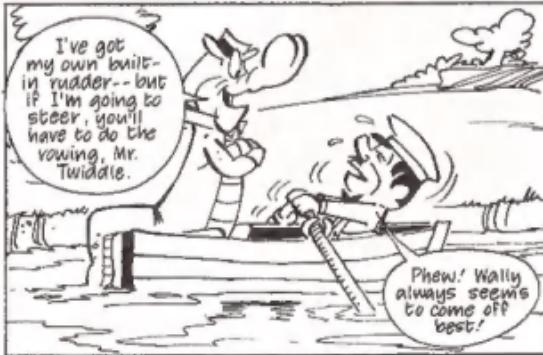
IT PANNEO OUT WELL



MEET

WALLY GATOR

and
MR. TWIDDLE





The Tales of

YOGI BEAR



1. It was all eyes-down-looking in the Park when Ranger Smith told Yogi and Boo Boo about a gold-grabbing crook.

2. Our two bears kept their ears open, too, and listened to some chatter from a cabin.



3. It sounded mighty suspicious so Yogi got Ranger Smith on the trail. "There's gold in that there cabin," Yogi told him.

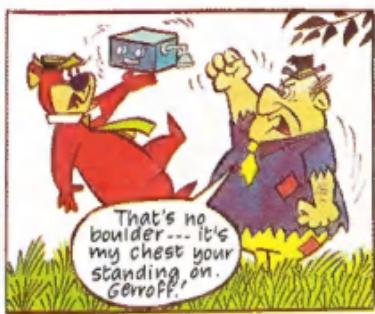
4. But it wasn't a fair cop after all. It was just a fair-headed female woman, who had been bleaching her curly blonde to make them look like pure gold.



5. "We must think again, Yogi," said Ranger Smith, hurrying back to the office. "Take this gold-seeking detector and see if you can trace the buried loot."



6. Yogi thought he had struck lucky first go, when the machine started buzzing. "There's gold here, Boo Boo, and it's buried near this boulder," he chuckled.



7. But Yogi got rocked right off his feet when the "boulder" jumped up and turned out to be a highly-annoyed hobo person.



8. "Tcha! Can't a citizen have a peaceful kip in Jellystone Park without being bothered by big-footed bears?" hooted the hobo. It seemed that the detector had located his gold tooth.



9. "This thing is useless," said Yogi. He was just throwing it out of sight when a tourist asked Smith the way.



10. The unfortunate fellow got in the way of the detecting gadget, so never detected the way to the bus.



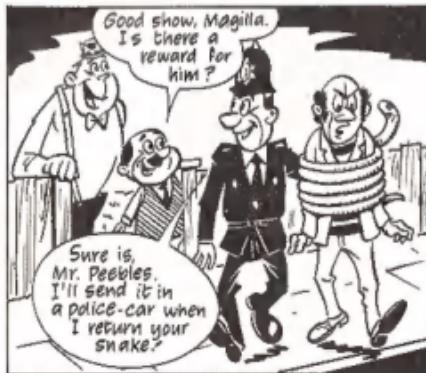
11. However, this was all to the good, for when he dropped his case out fell the missing gold bars. "I have hit the jackpot," said Yogi.



12. "There's always a silver lining somewhere for an above-average bear," smiled Yogi, as they sat down to eat.



ADVENTURES OF MAGILLA GORILLA



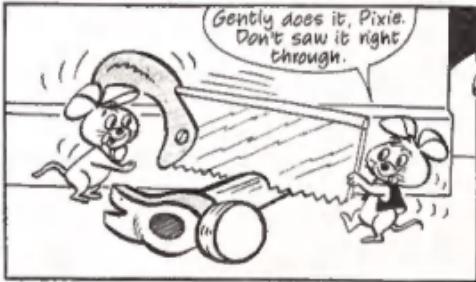
Pixie Dixie and Mr Jinks

Repel Boarders



1. Mr. Jinks, the champion no-good mouse-catcher, has problems with our merry mice, so he decided to hit the nail on the head and board up their mouse-holes. "Hee, hee!" he laughed.

2. "I've got more inside my head than just plain wood. Which reminds me," he went on. "I need another small portion of plank." As Mr. Jinks toddled away, Pixie and Dixie decided on a swift plan.



3. "We can handle this all right," said Pixie. And having got hold of a saw, they proceeded to cut through the handle of the hammer. "To me—to you!" sang Dixie. "Oh boy, what a carve-up this is going to be."

4. They cunningly stopped with the handle almost cut through, so Mr. Jinks suspected nothing when he came back to finish his task. "Heigh-ho and happy days," he warbled. "One more sharp tap should do the job."



5. But that's where Mr. Jinks made a mistake. He was in too much of a hurry and so lost his head. At least he lost the head of the hammer, which did a graceful flight through the air and then went through a window, breaking the glass on both sides. Oh, what a smasher.

6. It wasn't surprising that the lady of the house flew off the handle, too. "You no-good cat," shrieked she. "Get out!" "Poor old Jinksy, he's got the order of the boot," chuckled Pixie and Dixie. "Instead of boarding us in, he'll have to board himself out."

BoSS CaT

and his Alley Gang

Pinning him down





It's the PETER POTAMUS SHOW!

Hello, the King's checking up on things around the palace this week.

I can't have slackness, Colonel. I'm going to inspect the royal guard at the gate.

Hey, you two! Make yourselves useful for a change.

Look... it's his majesty!

This bit of paper gives me an idea, sneezy.

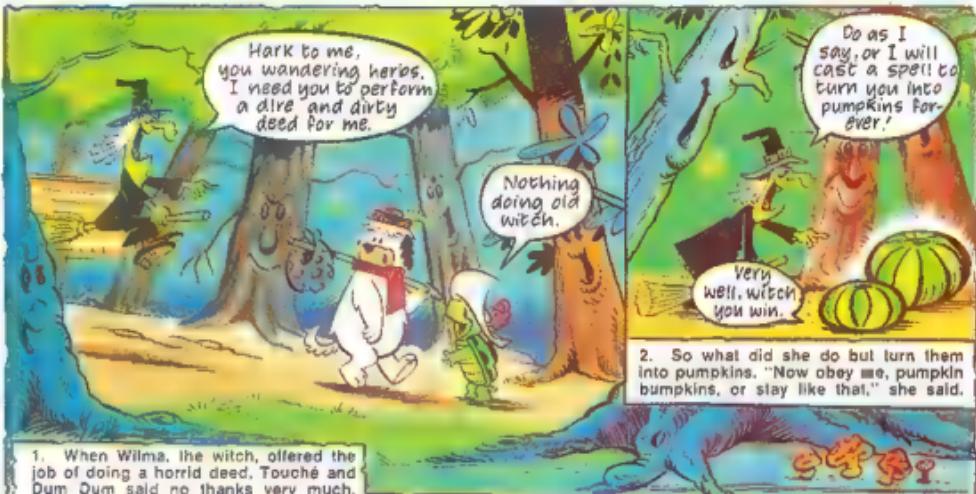
TRY OUR SUPER CAR WASH!







Touché Turtle



1. When Wilma, the witch, offered the job of doing a horrid deed, Touché and Dum Dum said no thanks very much.

2. So what did she do but turn them into pumpkins. "Now obey me, pumpkin pumpkins, or stay like that," she said.



3. It seemed that the task was to take a poisoned apple and give it to a fair princess, whose abode was in a nearby castle. "Verily, we will go," said Touché.



4. But he threw the poisoned apple away before they got there. "Have no fear, sweet princess," he warbled.



5. "All Dum Dum and I have to do is to toddle back to the witch and tell her a slight fib, while you keep out of sight and pretend to disappear, fair maiden," added Touché. "Come, Dum Dum, old pal, let us away."

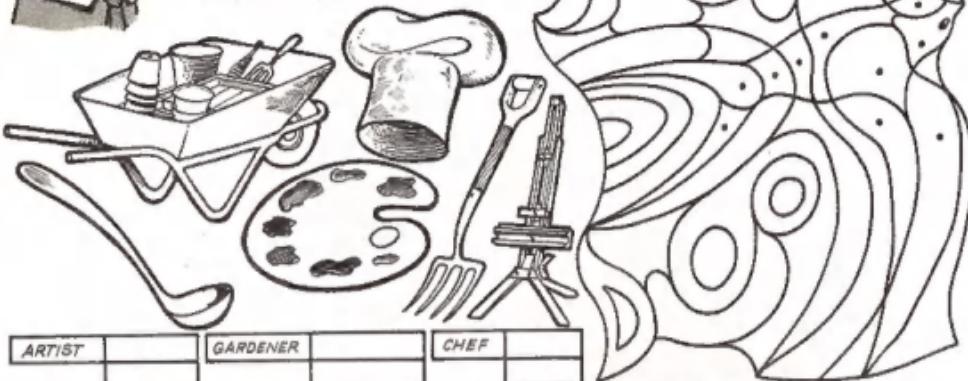




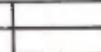


Yogi's Puzzles

More Funtime puzzles for you, folks!



ARTIST



GARDENER



CHEF

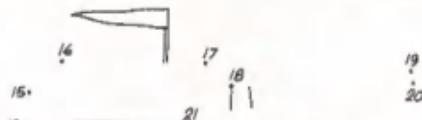


1. These six objects are used by three different people. Can you write in the names of the things used by each person?

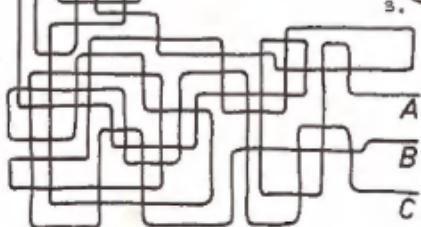
2. Find out what is in this mystery maze by blacking in all the dotted parts.



4. Play the kite game with your friends. Each chooses a letter, then follows the wiggly line through to one of the kites. The player who picks the kite with the highest number wins the game.



2. Find out what is in this mystery maze by blacking in all the dotted parts.



6. Which of these three gloves is different from the other two? Is it A, B or C?



ANSWERS: 1. the artist uses the easel and palette; the gardener needs the wheelbarrow and fork; the chef uses the cap and ladle. 2. A swallow. 4. A tank. 5. The glove

which is different is B, because of the thumb design.



HUCKLEBERRY HOUND

The Ski Chump

